

VIDUZZLES
(VIDEO PUZZLES)

Commodore 64

C commodore

BACKGROUND

Puzzles are designed to amuse you by presenting difficulties that you solve with ingenuity or patient effort. Many hours of entertainment are your reward.

The same features that have kept millions entertained for years are now available in this computer game.

VIDUZZLES

Viduzzles uses a video screen playfield which is divided in half vertically. Puzzle pieces are randomly shown on the right side of the screen, while the left side is the puzzle board, with or without an outline, whichever you choose.

At this point meet "Viduzzler". He's a little man you use to control the selection of puzzle pieces and their placement on the left side of the screen.

Your joystick controls his movement. Then it's you and the Viduzzler in a race against the clock!

STARTING THE GAME

1. Turn OFF your COMMODORE 64 before inserting or removing any cartridge.
2. Insert the cartridge, with the label side up, into the expansion port on the back of the COMMODORE 64. The expansion port is the opening farthest to the right when the keyboard is facing you.
3. Turn ON the COMMODORE 64. The VIDUZZLES title page should appear. If the screen remains blank after 5 seconds, turn the computer off, then on again. If this doesn't work, turn the computer OFF and remove the cartridge. Carefully reinsert the cartridge and try again.
4. VIDUZZLES is a one player game, but the whole family can get involved, by taking turns picking out pieces. Plug your joystick into CONTROL PORT #1. Press the fire button.
5. Push the joystick to choose from STANDARD VIDUZZLES, INPUT FROM TAPE, or INPUT FROM DISK. When the red box appears around your choice, press the fire button to make the selection.

6. The next screen lets you choose between 50 and 25 puzzle pieces in the same way. Then, select a Viduzzle with or without an outline. Press the fire button to continue.
7. If you choose the STANDARD VIDUZZLE, the clown Viduzzle appears first. By pushing forward on the joystick, you can view the owl, then the puppy, and finally, the pictureless puzzle.
8. When you've decided which Viduzzle you want, press the fire button to break the Viduzzle into pieces. The Viduzzler is controlled by the joystick. By moving the Viduzzler to the top or bottom of the screen, the pieces scroll so you can see all the pieces of the puzzle.
9. Move the Viduzzler to the piece you want and press the fire button to pick it up. Move the piece to where you think it belongs and press the fire button to put it in place.

NOTE: The piece only releases if it's in the correct position. To make the game more challenging, holding the fire button for more than 3 seconds returns the piece to its original position. This prevents players from scanning the screen until a piece falls into place.

VIDUZZLE PUZZLES

STANDARD VIDUZZLE: The 4 Viduzzle choices within the cartridge (clown, owl, puppy, pictureless).

INPUT FROM TAPE: Additional Viduzzles are available on cassette for use with the Viduzzles cartridge. Loading Instructions are supplied with each tape.

INPUT FROM DISK: Additional Viduzzles are available on disk for use with the Viduzzles cartridge. Loading instructions are supplied with each disk.

FEATURES

MUSIC: As each piece is positioned correctly, a few notes of music play. This continues with each piece until the entire Viduzzle is completed. At that point, the entire song plays.

TIMER: The timer starts the moment you select your Viduzzle. It lets you compete against yourself or others for the fastest time.

COUNTER: The counter above the puzzle pieces subtracts each piece from the total number of pieces (25 or 50) as a correct placement is made.

MENU: The menu is located in the top left of the screen. The menu has 4 choices: WAIT, HELP, DROP and STOP. Move the Viduzzler to the top left of the screen. Then push forward on the joystick to enter the menu. As you move through the words, they're highlighted in red. To make a selection, simply press the fire button. To return to the puzzle, pull the joystick backward.

- a) **WAIT:** Pressing the fire button when WAIT is highlighted, clears the lower half of the screen and stops the timer. This lets you pause your game. Press the fire button again to return to play.
- b) **HELP:** This command lets you look at the completed Viduzzle as it appeared before you started the game. Press the fire button to continue the game.
- c) **DROP:** The DROP command lets you return a Viduzzle piece to the right side of the screen and select another. As mentioned earlier, you can also do this by holding down the fire button for more than 3 seconds.
- d) **STOP:** The STOP command lets you return to the main screen and make new puzzle selections. Pressing the <RUN/STOP> key on the Commodore 64 keyboard does the same thing.

FINALE

When you complete a Viduzzle, the music plays until you press the fire button, this returns you to the main screen and play another fun and exciting Viduzzle game.

"Commodore offers a full range of peripherals to increase the capabilities of your Commodore 64 and tailor your system to any need or budget."

- Commodore Color Monitor:** New color monitor with a 14" screen and outstanding resolution. The monitor has a special Commodore computer circuit with video recorder compatibility.
- Commodore Single Disk Drive:** Fast, high capacity storage and retrieval of data on standard 5½" floppy diskettes. Stores up to 170K on each diskette. Read/write compatibility with Commodore PET/CBM™ computer systems.
- Commodore Graphic Printer:** Print any screen information on plain paper, letters, business data, graphic displays, basic programs and much more!
- Commodore Modem:** Communicate with the vast knowledge available through outside data sources through your telephone and the low priced modem. [Stock market information, news and sports services and more.]
- Commodore Datasette™:** Store your own computer programs on standard audio cassette tapes or use our low priced pre-recorded tape programs.
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This cartridge may only be used with the Commodore 64 system.